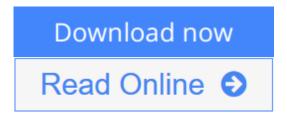


The Art of Software Testing

By Glenford J. Myers, Corey Sandler, Tom Badgett



The Art of Software Testing By Glenford J. Myers, Corey Sandler, Tom Badgett

The classic, landmark work on software testing

The hardware and software of computing have changed markedly in the three decades since the first edition of *The Art of Software Testing*, but this book's powerful underlying analysis has stood the test of time. Whereas most books on software testing target particular development techniques, languages, or testing methods, *The Art of Software Testing, Third Edition* provides a brief but powerful and comprehensive presentation of time-proven software testing approaches. If your software development project is mission critical, this book is an investment that will pay for itself with the first bug you find.

The new *Third Edition* explains how to apply the book's classic principles to today's hot topics including:

- Testing apps for iPhones, iPads, BlackBerrys, Androids, and other mobile devices
- Collaborative (user) programming and testing
- Testing for Internet applications, e-commerce, and agile programming environments

Whether you're a student looking for a testing guide you'll use for the rest of your career, or an IT manager overseeing a software development team, *The Art of Software Testing, Third Edition* is an expensive book that will pay for itself many times over.

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Editorial Review

From the Inside Flap

Although the hardware and software of computing has changed markedly in the three decades since the first edition of The Art of Software Testing, this book's powerful underlying analysis has stood the test of time. Most books on software testing target particular development techniques, languages, or testing methods, and enjoy a short shelf life. In contrast, The Art of Software Testing, Third Edition provides a concise, but powerful and comprehensive presentation of time-proven software testing approaches. If your software development project is mission critical, this book is an investment in your organization's future.

For the professional programmer, IT project manager, or programming or computer science student, the new Third Edition explains how to apply classic principles to the computer industry's most pressing issues, including: Testing apps for iPhones, iPads, Black–Berrys, Androids, and other mobile devicesNoncomputerbased code walk-throughs or inspections (discussed from a technical, how-to-find-errors point of view)Usability testing (which has becomeeven more critical with the advent of increasingly complex software writtenfor a broad audience)Executing collaborative (user) programming and testingTesting for Internet applications, e-commerce, and agile programming environments

Whether you're a student looking for a testing guide you'll use for the rest of your career or an IT manager overseeing a software development team, The Art of Software Testing, Third Edition is a classic work, critical to your success and the success of your project.

From the Back Cover **The classic guide to software testing, updated**

Since the first edition of *The Art of Software Testing*, the hardware and software of computing have changed dramatically. Yet this book has stood the test of time. Whereas most bookson software testing target particular development techniques, languages, or testing methods, *The Art of Software Testing*, Third Edition provides a brief but powerful and comprehensive presentation of time-proven software testing approaches.

The new Third Edition applies the original classic principles to today's hot topics, including:

- Testing apps for iPhones, iPads, BlackBerry smartphones, Android phones and tablets, and other mobile devices
- Collaborative (user) programming and testing
- Testing for Internet applications, e-commerce, and agileprogramming environments

Students and IT managers alike will find *The Art of SoftwareTesting, Third Edition* an indispensible resource that pays for itself with the first bug you discover and fix.

About the Author

GLENFORD J. MYERS is a technology executive and a former senior staff member of IBM's Systems Research Institute, as well as the founder and former CEO of RadiSys Corporation. **TOM BADGETT** has managed software development teams for large national corporations, has published more than sixty books in the computer hardware and software field, and served as technical editor for *PCjr*, *Digital News*, and other national computer magazines.

COREY SANDLER is one of the pioneers of computer journalism. He covered technology for Gannett Newspapers and the Associated Press and went on to become the first executive editor of *PC Magazine*. He also was the founding editor of *Digital News*, the newspaperfor DEC minicomputers. He has written more than 150 books on computers, business, and other topics.

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